Course Title: Designing an Exhibit in Augmented Reality

Class Meeting: Wednesdays, 1:30 pm – 2:30 p.m. in 321 North Woodlawn
Lab Working Hours: Wednesdays, 11:30 pm – 1:30 p.m. in 321 North Woodlawn

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Description of Course:

This course focuses on the application of digital technology to the representation, restoration, and presentation of artifacts such as vases, furniture, sculpture, monuments, and buildings in a museum. Students will learn how to design an exhibit in either virtual reality or augmented reality.

Learning Goals:

- Increase understanding of 3D modeling techniques and possible applications in a museum.
- Learn how to create a 3D model of an architectural or archaeological context for the item.
- Expand knowledge of available research methods.
- Learn more about how museums have shaped the way we learn about the history and culture.
- Develop and improve skills in problem solving, teamwork, and project development.

Goals Beyond the Course:

- Open experience and opportunities for students to consider the institutional impact of organizations such as museums on knowledge formation.
- To develop more of an educational standpoint on how digital presentations can influence ideas.
- Develop experience that will prepare you to get a job within any information technology or marketing fields after graduating.
- Alternatively, prepare you for a master's program in Information Systems (in business) or Human Computer Interaction/design.

Assignments:

- Students will select an object in the Eskenazi Museum of Art and create a 3D model of the archaeological or architectural context for the object, along with a digital exhibit to communicate a narrative about the object digitally.
- Class Attendance / Lab Hours Participation (25%)
- Mid-Semester Project Proposal (25%)
- Final Report + Completed Project (50%)

Semester Project: Design an Exhibit in Augmented Reality

- Week 1: Chose an Object from the Museum's Collection
- Week 2: Consider Virtual Heritage as a Field
- Week 3: Research Existing Augmented Reality Exhibits
- Week 4: Discuss Features / Concerns of Those Exhibits.
- Week 5: Submit Art History Paper
- Week 6: Design an Exhibit for Your Object
- Week 7: Mid-Semester Project Presentation
- Week 8: Working Week + Individual Meeting
- Week 9: Working Week + Individual Meeting
- Week 10: Working Week + Individual Meeting
- Week 11: User Testing
- Week 12: User Testing
- Week 13: User Testing
- FINALS WEEK: Present your exhibit to the class

Expectations:

I'm excited to work with you all on this project! I will be treating you as fellow researchers and colleagues. As such, I expect your highest performance and level of effort in this course. As I have mentioned, this project will result in a publication, as well as likely several more research opportunities. Should you not bring your best, I will first meet with you in person, and then if needed, Professor Frischer. I sincerely hope there will be no need for anything of the kind.

Availability + Lab Working Hours:

- Wednesdays 11:30 - 1:30
- Meeting: 1:30 - 2:30

Computer Lab Policies:

- Access to ZBrush software outside class: INFO West 109 is available for your use at any time. If there is a class present when you drop by, simply sit quietly in the back and if asked, inform the instructor that you are authorized to use the lab for work. Be considerate and DO NOT DISTURB another instructor's class with cell phone noise, talking, speaker noise, etc.

Lynda.com video tutorials on Zbrush. These are available to you at no cost through the Monroe Country Public Library subscription at http://mcpl.info/resources/lyndacom-self-paced-learning-online

Zbrush Tips and Tricks: ZBrush Tips and Tricks

Collaborative Google Folder:

https://drive.google.com/drive/folders/1TqX6volwh8khyYb01-GUXlUg0toOP8nt?usp=sharing